

DRAFT TABLE A-II/4 Guidelines for Assessment

Specification of minimum standard of competence

RATING FORMING PART OF NAVIGATIONAL WATCH

Function: Navigation at the support level

All steering and helm assessments must occur on a vessel of at least 100 gross tons or a full mission ship simulator, equipped with a rudder order indicator, a rudder angle indicator, gyrocompass, magnetic compass, a steering stand which permits the steering to be switched from hand to gyro to non-follow up, and the steering pumps and motors to be switched.

STCW Competence	Knowledge, understanding and proficiency	Performance Condition	Performance Behavior	Performance Standard
Steer the ship and comply with helm orders in the English language	Use of magnetic and gyro-compasses Steer 342	At full sea speed, while on a northeasterly heading, when hearing the command in English, "Steer 342," The assessor may select any course desired as long as it is more than 30° from the original heading. At least one assessment should include a turn to the right from the ordered course.	the student will turn the helm to bring the vessel to the new course and steady on the course of 342.°	<ol style="list-style-type: none">1. Repeat order2. Turn the helm in the direction of the fewest degrees to the ordered course using no more than 15° of rudder.3. Reduce the rudder angle as the vessel approaches the course4. Steady on the course of 342 with less than 5° of overshoot.5. State: she's steady on three four two

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Steer the ship and comply with helm orders in the English language	Use of magnetic and gyro-compasses Steer 342	In a sea state of 4 or less, when hearing the command in English, "Steer 342,"	the student will use the gyrocompass to steer the course of 342°.	<ol style="list-style-type: none"> 1. Repeat order 2. When steady on course state: steering three four two 3. Steer the course ordered within $\pm 3^\circ$ (open ocean), and $\pm 2^\circ$ (near coastal) for 15 minutes
Steer the ship and comply with helm orders in the English language	Use of magnetic and gyro-compasses Steer 342	In a sea state of 4 or less, when hearing the command in English, "Steer 342,"	the student will use the magnetic compass to steer the course of 342°.	<ol style="list-style-type: none"> 1. Repeat order 2. When steady on course state: steering three four two 3. Steer the course ordered within $\pm 5^\circ$ (open ocean), and $\pm 3^\circ$ (near coastal) for 15 minutes
Steer the ship and comply with helm orders in the English language	Helm order Right 10	When hearing the command in English, "Right 10,"	the student will turn the helm until the rudder is right 10°.	<ol style="list-style-type: none"> 1. Repeat order 2. Immediately turn helm to right 3. Stop turning the helm when the rudder angle indicator reads right 10°. 4. State: the rudder is right ten, or she's right 10°

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Steer the ship and comply with helm orders in the English language	Helm order Left 20	When hearing the command in English, "Left 20,"	the student will turn the helm left until the rudder angle indicator shows the rudder is at left 20°.	<ol style="list-style-type: none"> 1. Repeat order 2. Immediately turn helm to left 3. Stop turning the helm when the rudder angle indicator reads left 20° 4. State: the rudder is left 20, or she's left 20°
Steer the ship and comply with helm orders in the English language	Helm order Hard right	When hearing the command in English, "Hard Right,"	the student will turn the helm to the right until the rudder is at maximum right rudder.	<ol style="list-style-type: none"> 1. Repeat order 2. Immediately turn helm to right 3. Stop turning the helm when the rudder angle indicator reads the rudder is at maximum right rudder 4. State: the rudder is hard right, or she's hard right
Steer the ship and comply with helm orders in the English language	Helm order Ease to 5	When hearing the command in English, "Ease to 5,	the student will turn the helm to reduce the angle of the rudder until the indicator shows the rudder angle is right 5°.	<ol style="list-style-type: none"> 1. Repeat order 2. Immediately turn helm to reduce the rudder angle 3. Stop turning the helm when the rudder angle indicator shows the rudder angle is right 5° 4. State: the rudder is right 5

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Steer the ship and comply with helm orders in the English language	Helm order Midships, or midships the wheel	When hearing the command in English, "Midships,"	the student will turn the helm to reduce the angle of the rudder until the rudder angle indicator shows the rudder angle is zero.	<ol style="list-style-type: none"> 1. Repeat order 2. Immediately turn helm to reduce the rudder angle 3. Stop turning the helm when the rudder angle indicator shows the rudder angle is zero 4. State: the rudder is midships
Steer the ship and comply with helm orders in the English language	Helm order Shift your rudder	When hearing the command in English, "Shift your Rudder,"	the student will turn the helm to the left until the indicator shows the rudder angle is left 15°.	<ol style="list-style-type: none"> 1. Repeat order 2. Immediately turn helm to the left 3. Stop turning the helm when the rudder angle indicator shows the rudder angle is left 15° 4. State: the rudder is left 15°

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Steer the ship and comply with helm orders in the English language	Helm order Meet her, or check her	During a turn, when hearing the command in English, "Meet Her," or "Check Her,"	the student will turn the helm to reduce the angle of the rudder and apply counter rudder until the vessel stops turning.	<ol style="list-style-type: none"> 1. Repeat order 2. Immediately turn helm to reduce the rudder angle 3. Apply counter rudder until the vessel stops turning 4. Ease the wheel to midships 5. State: the vessel's heading is
Steer the ship and comply with helm orders in the English language	Helm order Steady as she goes	When hearing the command in English, "Steady as She Goes,"	the student will note the heading of the vessel, stop any swing of the ship, and steer in the direction noted when the command was given.	<ol style="list-style-type: none"> 1. Repeat order 2. Note the heading when the command was given 3. Immediately apply rudder to stop any swing of the ship 4. Steer in the direction noted 5. State: she's steady as she goes

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Steer the ship and comply with helm orders in the English language	Helm order Steer on the range	When hearing the command in English, "Steer on the range,"	the student will keep the vessel's heading the same as the direction of the range.	<ol style="list-style-type: none"> 1. Repeat order 2. Use the upper and lower range to keep the vessel within 1° of the charted direction of the range for 5 minutes when the upper and lower ranges are aligned one over the other.
Steer the ship and comply with helm orders in the English language	Change over from automatic pilot to hand steering	At sea speed, when hearing the command to put the steering into hand steering,	the student will change the steering mode from auto pilot to hand steering.	<ol style="list-style-type: none"> 1. Repeat order 2. Put wheel amidships 3. Switch the steering mode from auto-pilot to hand. 4. Test that the new steering mode is responding 5. State, "She's in hand steering."

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Steer the ship and comply with helm orders in the English language	Change over from automatic pilot to hand steering	At sea speed, when hearing the command to put the steering into auto pilot,	the student will change the steering mode from hand steering to auto-pilot.	<ol style="list-style-type: none"> 1. Repeat order 2. Put wheel amidships 3. Switch the steering mode from hand to auto pilot. 4. Test that the auto pilot is responding properly. 5. State, "She's in auto pilot."
Keep a proper look out by sight and hearing	Responsibilities of lookout, including reporting the approximate bearing of a sound signal, light or other object in degrees or points.	On a ship or full mission ship simulator, given a condition in daylight of unlimited visibility through a field of view from right ahead to 22.5 degrees abaft the beam on each side of the vessel and a sea state of four or less, and a large and small vessel and a buoy in sight,	the student will detect and report all three objects.	<ol style="list-style-type: none"> 1. Reports the large vessel before it is within ten miles of own ship. 2. Reports the small vessel before it is within two miles of own ship. 3. Reports the buoy before it is within 2 miles of own ship. 4. Report the direction to all objects in degrees or points within 2 points or 22.5°.

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Keep a proper look out by sight and hearing	Responsibilities of lookout, including reporting the approximate bearing of a sound signal, light or other object in degrees or points.	On a ship or full mission ship simulator, given a condition at night of unlimited visibility through a field of view from right ahead to 22.5 degrees abaft the beam on each side of the vessel and a sea state of four or less, and a large and small vessel and a buoy in sight,	the student will detect and report all three objects.	<ol style="list-style-type: none"> 1. Reports the lights the large vessel before it is within ten miles of own ship. 2. Reports the lights of the small vessel before it is within two miles of own ship. 3. Reports the light of the buoy before it is within 2 miles of own ship. 4. Report the direction to all objects in degrees or points within 2 points or 22.5°.
Keep a proper look out by sight and hearing	Responsibilities of lookout, including reporting the approximate bearing of a sound signal, light or other object in degrees or points.	On a ship or full mission ship simulator, in any condition of visibility, when a sound is generated by any sound appliance listed in the international Navigation Rules,	the student will detect and report the direction of the sound.	<ol style="list-style-type: none"> 1. Report the direction to the sound in degrees or points within 2 points or 22.5°.

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Contribute to monitoring and controlling a safe watch	Procedures for the relief, maintenance and hand over of a watch	On a ship at sea or a full mission ship simulator, given traffic that has been reported to the officer of the watch, when the lookout relief reports to relieve the watch,	the lookout will hand over the watch in accordance with the ordinary practice of good seamanship.	<ol style="list-style-type: none"> 1. Tell the relief of any objects sighted and reported. 2. Tell the relief of objects sighted and not yet reported. 3. Past and present weather. 4. Any special instructions to be followed during the watch. 5. Status of running lights. 6. The lookout relief was allowed time to acquire his or her night vision. 7. Report “ the lookout is relieved.”

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Contribute to monitoring and controlling a safe watch	Procedures for the relief, maintenance and hand over of a watch	On a ship at sea or a full mission ship simulator, when being relieved at the helm,	the helmsman will hand over the helm in accordance with the ordinary practice of good seamanship.	<p>Tell the relief the following information,</p> <ol style="list-style-type: none"> 1. Both the gyro and magnetic course or helm position. 2. The steering mode 3. The steering unit in use. 4. The amount and direction of rudder needed to hold coursed. 5. The helmsman should does not turn over the helm until a helm order is completed. 6. The helmsman states, "the wheel (or helm) is relieved"